

NJSIAA PowerPoint System

Please review the attached document outlining the new PowerPoint system that will be used for the 2025–2026 school year.

This document was approved on June 5, 2024, and was posted to all individual sports pages on September 1, 2025.

Key Changes to the NJSIAA PowerPoint System:

1. Calculation Method:

PowerPoint calculations will revert to using the best “N” power-pointed games from opening day to the cutoff date — regardless of the total number of games played. (We will no longer average all games, as was done last year.)

2. Out-of-State/Non-Member Opponents:

For contests against out-of-state or non-member opponents, we will now use the opponent’s actual record as of the cutoff date.

It remains essential that coaches keep these opponent records updated throughout the season.

Please don’t hesitate to contact our office if you have any questions or need clarification.



NJSIAA PowerPoint System

The PowerPoints earned from each game are based on the sum of Quality Points and Residual Points, which is then multiplied by a strength of schedule factor (OOWP). The sum of each game's power points will then be averaged, and the result will be your team's PowerPoints.

Procedure:

1. The **BEST** "N" games played from the first regular season game (not scrimmages) to the cutoff date will count towards your quality points, regardless of how many games are played. The variable of "N" is sport-specific (see chart below).
2. Each sport has a predetermined minimum number of games (see chart below). All teams that fall below this minimum number are still eligible for the state tournament; however, their points will be divided by the minimum number according to the chart.
3. Games completed after the cutoff date will not count even if they were started before the cutoff date.
4. Residual points will be awarded based on your opponents' **FIRST** "N" games. The variable of "N" is sport-specific (see chart below).
5. Ties will be calculated only for sports where ties are acceptable outcomes.
6. During the **regular season**, when a game ends in a tie after overtime, it shall be recorded as a tie, and the teams will split the PowerPoints.
7. For all **regular season** tournaments that require a winning team to advance, the team advancing shall be recorded as the winner regardless of the overtime procedure used. The winning team shall receive all the PowerPoints. When entering the results in njschoolsports, the final score should reflect one (1) additional point for the winning team.

Sport	Best "N" Games	Minimum number of Games	Residual Points (First "N" Games)
Baseball	16	16	16
Basketball	16	16	16
Fencing	12	12	12
Field Hockey	12	12	12
Ice Hockey (Boys)	14	14	14
Ice Hockey (Girls)	10	10	10
Lacrosse	12	12	12
Soccer	12	12	12
Softball	16	16	16
Tennis	8	8	8
Volleyball	16	16	16

The numbers above are determined by multiplying the maximum number of games permitted by 70%. The following are exceptions to this formula:

- a. Ice Hockey (Boys) – These numbers need to be an even number, so we rounded down to the nearest even number (14).
- b. Ice Hockey (Girls) – The numbers for girls ice hockey were changed from the boys due to the number of schools that play girls ice hockey.
- c. Tennis – Because of weather concerns, we adjusted the percentage to 34% to reflect a third of the season.

NJSIAA PowerPoint Calculation

Formula:

1. Per game formula - $(\text{Quality Points} + \text{Residual Points}) \times \text{OOWP} = \text{Game PowerPoints}$. Your per game PowerPoint value will change as the season goes on because the residual and OOWP will continue to calculate.
2. On the "PowerPoints close date" the per game PowerPoint values from the best "N" games will be selected and averaged to equal final team PowerPoints.

Note: All PowerPoints will be rounded to three (3) decimal places where applicable.

Components of the formula:

1. **Quality Points** – Based on the outcome of a particular game.
 - WIN = 6 points
 - TIE = 3 points (If applicable)
2. **Residual points** – Based on that opponent's wins in their first "N" games (see chart).
 - WIN: 3-points x number of opponent's wins
 - LOSS: 1-point x number of opponent's wins - minus 1 point.
 - *Note: the 1-point subtraction will be applied regardless of when the game occurred or how many times you played that opponent.*
 - TIE (If applicable):
 - 1.5 points x number of opponent's wins
 - 0.75 x number of opponent's ties (not including the outcome of your game).
3. **Strength of Schedule Adjustment (OOWP)** – The OOWP is a factor based on your opponent's opponents winning percentage. The OOWP is based on the average of their win%, for the first "N" games of the season (see chart). Take the average win% and add .500 to it to give you the OOWP value for your game against that team.
 - **Examples:**
 - a. if the average of that team's opponents' opponents win% is .650 – then the OOWP = 1.15
 - b. if the average of that team's opponents' opponents win% is .350 – then the OOWP = 0.85

Out of State / Non-Member Opponents (OOS/NM) – Games against out-of-state or non-member opponents will count for power points and will follow the same calculation procedure as games against member schools except for the OOWP calculation. The OOWP records for OOS/NM will automatically be set at a .500 winning percentage. School must continue to update their OOS/NM opponents records throughout the season.

PowerPoint Tie Breaking Procedure

1. Head-to-Head Competition. Any ties involving 3 or more teams, move to step #2
2. Average quality points per game.
3. Average residual points per game.
4. Average OOWP for all opponents.
5. Common opponent winning percentage
 - a. Example: Team A is 3-0 (100%) vs. team C and team B is 2-0 (100%) vs. team C, go to #6
 - b. Example: Team A is 2-1 (.667%) vs. team C and team B is 1-1 (.500%) vs. team C, Team A wins Tiebreaker
6. Team total winning percentage
7. Coin Toss

The tie breaking procedure above includes all contests from the competition start date to the cutoff date.

Seed Jumping Procedure (if used)

1. The seed jumping procedure will start from seed # 1 and work downward.
2. Seed jumping will take place when a lower-ranked team has defeated the team ranked immediately above them.
3. Any split of head-to-head matches will be dropped from the discussion.
4. Movement in the seed may occur one step at a time on the basis of the Head-to-Head criterion (i.e., If 6th in rank has defeated 5th in rank/seed, then they switch positions; if 6th in rank defeats both #5 and #4 then a double jump.